![תמונה שמכילה גופן, טקסט, לוגו, גרפיקה

התיאור נוצר באופן אוטומטי](data:image/jpeg;base64,/9j/4AAQSkZJRgABAQEAYABgAAD/4RD0RXhpZgAATU0AKgAAAAgABAE7AAIAAAAUAAAISodpAAQAAAABAAAIXpydAAEAAAAWAAAQ1uocAAcAAAgMAAAAPgAAAAAc6gAAAAgAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAANeQ15XXqNeZ16og15PXnteR15UAAAWQAwACAAAAFAAAEKyQBAACAAAAFAAAEMCSkQACAAAAAzM1AACSkgACAAAAAzM1AADqHAAHAAAIDAAACKAAAAAAHOoAAAAIAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA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Software Engineering Department  
ORT Braude College

**Capstone Project Phase B – 61998**

**TravelWithUs app**

**24-1-D-32**

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**Git:** [**https://github.com/Peleg2719/FinalProject**](https://github.com/Peleg2719/FinalProject)

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**Abstract**

**TravelWithUs** is an innovative desktop application designed to revolutionize the way travelers learn and practice foreign languages. The app focuses on equipping users with essential language skills to handle various situations during their travels abroad, utilizing advanced voice recognition technology. Through **TravelWithUs**, users are provided with an immersive and interactive learning experience, where they engage in real-time dialogues, receive immediate feedback, and improve their language proficiency in a gamified environment.

The application is built around the principles of contextual learning and immediate feedback, which are scientifically proven to enhance the language acquisition process. Rather than learning isolated words and phrases, users experience real-life scenarios and practice the language within its full context, such as interacting with locals, asking for help, or dealing with emergencies. The advanced voice recognition technology enables users to practice speaking in the foreign language and receive immediate correction of their errors, improving their accuracy and fluency over time.

**TravelWithUs** is specifically designed for travelers who wish to deepen their language skills before their journey or during their trip. The app features lessons that are graded by difficulty levels, making it suitable for both beginners and advanced learners. Additionally, the app allows users to track their progress through a cloud-based database, which provides motivation for continuous improvement. The vision of **TravelWithUs** is to empower travelers by giving them the confidence and tools necessary to navigate foreign environments with ease and independence.

1. **Introduction**

Learning a foreign language is a complex and multifaceted process that requires learners to acquire not only vocabulary and grammar but also communicative skills and cultural understanding. Traditional language learning methods often rely heavily on rote memorization and repetitive exercises, which can lead to boredom and low retention rates. **TravelWithUs** was developed to address these challenges by combining educational content with interactive gameplay, grounded in the principles of contextual learning and immediate feedback.

The app is designed for travelers who want to improve their language skills in a practical and relevant way, tailored to real-world situations they may encounter during their travels. **TravelWithUs** allows users to choose from a variety of common everyday scenarios, such as ordering food in a restaurant, asking for directions, or seeking help in an emergency. During these interactions, the app uses advanced voice recognition technology to detect the user's speech and provide instant feedback, enabling the user to correct their mistakes and improve their language performance.

**TravelWithUs** is crafted to offer a personalized learning experience, adapted to each user’s learning pace and style. By leveraging technologies such as Google Cloud Speech-to-Text, the app provides support for a wide range of languages and dialects, delivering a precise and reliable learning experience even in noisy environments. Additionally, **TravelWithUs** incorporates elements of gamification, including a point system, achievements, and progress tracking, to increase user engagement and motivation.

The app is built on the Unity platform, which allows for the development of rich, interactive 2D environments specifically for desktop devices. This focus on desktop compatibility ensures that users can access the app from their computers and use it to improve their language skills in an engaging and immersive environment.

Ultimately, **TravelWithUs** is designed to transform the language learning process into a fun, enriching, and empowering experience. By utilizing advanced technologies such as voice recognition and immediate feedback, combined with the principles of contextual learning and gamification, **TravelWithUs** becomes a unique and powerful tool for language learning, tailored specifically to the needs of travelers in the 21st century.

1. **Development Process**

**Description:**

The development of **TravelWithUs** was a complex and multifaceted project aimed at creating an immersive language learning experience for desktop users. The process began with translating our initial conceptual ideas into detailed requirements that could be implemented in code. This involved close collaboration between our design, development, and research teams to ensure that every aspect of the application would contribute to an engaging and educational user experience.

**2.1. Initial Planning and Requirements Gathering**

In the early stages, we focused on identifying the key features and functionalities that would make **TravelWithUs** both effective as a language learning tool and enjoyable as an interactive application. We conducted thorough research into existing language learning platforms and identified gaps that our app could fill, particularly in providing real-world, context-based language practice with instant feedback.

Based on this research, we defined the core requirements for the app, including the need for accurate voice recognition, real-time feedback, and a user-friendly interface that could guide users through various travel-related scenarios. We also established that the app would need to be robust enough to handle multiple languages and dialects, ensuring accessibility for a global audience.

**2.2 Technology Selection**

Given the specific needs of **TravelWithUs**, we chose the Unity platform for its powerful capabilities in developing rich, interactive 2D environments tailored for desktop platforms. Unity’s extensive support for various plugins and its flexibility in integrating third-party services made it the ideal choice for our project.

For the voice recognition component, we opted for Google Cloud Speech-to-Text, which offers highly accurate and reliable transcription services. This choice was driven by the tool’s ability to handle multiple languages and accents, as well as its seamless integration with Unity.

To manage user data and provide a seamless experience, we selected Google Firebase for our backend infrastructure. Firebase was chosen for its robust real-time database, which allows us to securely store user progress and handle data processing with minimal latency. This setup is essential for delivering instant feedback to users and ensuring a smooth and responsive user experience.

**2.3 Development Phases**

The development of **TravelWithUs** was broken down into several key phases, each focused on a specific aspect of the application:

**2.3.1 User Interface (UI) and User Experience (UX) Design:** The first phase involved designing the UI/UX to ensure that the app would be intuitive and easy to navigate. We developed wireframes and prototypes that were tested with potential users to gather feedback on usability. This iterative process allowed us to refine the design before moving into full development.

**2.3.2 Backend Development**: In parallel with the UI/UX design, we, as a small team of two, took on the task of setting up the entire backend infrastructure ourselves. We handled all aspects of backend development, choosing Google Firebase for its simplicity and powerful capabilities. This involved configuring Firebase for real-time data storage and secure user authentication. We implemented REST APIs to ensure secure communication between the app and Firebase, utilizing HTTPS protocols to protect data privacy and integrity. Despite our limited team size, we successfully managed all backend operations, ensuring that the app would provide a seamless and responsive experience for users.

**2.3.3 Voice Recognition Integration:** Integrating Google Cloud Speech-to-Text was a critical phase in the development process. We began by setting up the API within Unity and testing its accuracy with different languages and dialects. A significant challenge we encountered was implementing both Spanish and English languages within the project. This required us to fine-tune the API not only to minimize latency but also to ensure it could accurately distinguish between the two languages during real-time use. Handling simultaneous voice recognition for multiple languages added complexity, as we needed to develop a system capable of identifying which language was being spoken and then correctly processing the input accordingly. Despite these challenges, we successfully integrated a responsive and reliable voice recognition system that provides instant feedback during language practice sessions, enhancing the learning experience for users.

**2.3.4 Scenario Development:** A significant portion of the development was dedicated to creating the interactive scenarios that form the core of the TravelWithUsApp experience. Each scenario was designed to reflect real-world travel situations, such as ordering food in a restaurant or asking for directions. These scenarios were not chosen at random; they were carefully selected based on a survey we conducted, which identified the situations people most wanted to improve in while traveling abroad. The survey results guided us in crafting scenarios that would be most relevant and beneficial to our users. Each scenario was also meticulously designed to include multiple possible dialogues, providing users with a range of responses to practice, ensuring that the app offers a comprehensive and practical language learning experience.

**2.3.5 Testing and Refinement:** Once the core features were developed, the app underwent extensive testing. We conducted unit tests to verify the functionality of individual components, integration tests to ensure that all parts of the system worked together seamlessly, and user acceptance tests to gather feedback from real users. This phase also involved performance testing to ensure that the app could handle real-time processing without lag, even under heavy use.

**2.3.6 Finalization and Deployment:** The final phase involved making necessary adjustments based on the feedback from testing and preparing the app for deployment. This included optimizing the code for performance, ensuring compatibility across different desktop systems, and setting up the necessary infrastructure for user support and maintenance

**2.4 Diagrams**

**2.4.1 System Architecture Diagram**תמונה שמכילה טקסט, תרשים, תוכנית, צילום מסך

התיאור נוצר באופן אוטומטי

The diagram illustrates the architecture of the TravelWithUS app, which is designed to teach travelers English and Spanish by integrating with various services on Google Cloud.

The app's workflow begins with the user signing in, where it establishes a database connection to verify credentials. Upon successful sign-in, the app uploads the user's information, such as their name, to the database.

The user then proceeds to the gameplay phase by selecting and loading a specific scene, which could represent a game level, or a language module tailored to their learning needs. During gameplay, the app may interact with Google Cloud's Text-to-Speech (TTS) service, converting text into speech to assist in language learning.

This interaction is crucial for providing real-time audio feedback to the user, enhancing the educational experience by allowing users to hear and practice correct pronunciations. As the game progresses, the app continually updates the database with the user’s performance data, such as scores or completion status, ensuring that all user progress is tracked and stored securely.

After the game session concludes, the app performs a final update of the database with the results of the session, and the game ends. The user interacts with the app through a computer interface, while the app handles all backend processes, including database management and the integration with Google Cloud services.

This architecture demonstrates how the TravelWithUS app leverages cloud technologies to deliver an interactive and educational experience, ensuring that user data is securely managed, and that the language learning process is enhanced through advanced speech technologies.

**2.4.2 Activity Diagram**

A diagram of a computer program

Description automatically generated

The diagram you provided represents the workflow of your project, likely TravelWithUS, focusing on the interaction between the User Interface (UI) and the Database. Here's a breakdown of the flow:

**User Interface (UI)**

1. **Open Game**: The user starts the game.
2. **Sign In**: The user signs in, and the system checks if the user details are valid.
   * If the details are invalid, an error message is shown, and the user may need to re-enter the details.
3. **Open Menu**: After a successful sign-in, the user is presented with the menu.
   * If the user selects to start a new game, they proceed to the language selection screen.
4. **Choose Language Screen**: The user selects the desired language.
5. **Play Screen**: The gameplay begins, where the user interacts with the game.
6. **Score Update**: The game checks whether the user said the sentence correctly.
   * If the sentence is correct, the score is updated.
   * If the game is over, the user proceeds to the end game screen.
7. **End Game**: The user sees their final score and decides if they want to play again.

**Database Interaction**

1. **Search User Details**: When the user signs in, their details are verified against the database.
2. **Upload User Game Data**: Once the user signs in successfully, their game data is uploaded.
3. **Upload Chosen Language Features**: After selecting a language, the corresponding language features are uploaded.
4. **Save User Score**: After the game ends, the user's score is saved in the database.

**Decision Points**

* Validating user details, determining whether to start a new game, checking if the user said the sentence correctly, and deciding whether the game is over are key decision points in the workflow.

**2.5 Scenes and Flow**

תמונה שמכילה טקסט, צילום מסך, תכונות מולטימדיה, סרט מצויר

התיאור נוצר באופן אוטומטיHome screen:

This is the home screen of the application. If you are already registered, you can enter your login details. If not, there is an option on the same screen to register a new account, allowing the entire process to happen quickly. After logging in, you will be directed to the language selection screen.

How To Play Screen:

תמונה שמכילה טקסט, סרטים מצוירים, צילום מסך, אנימציה

התיאור נוצר באופן אוטומטי

This screen provides a quick overview of the basic controls and mechanics of the game. It outlines how players can move, jump, and interact with the environment using the keyboard, and explains how to use the microphone for voice-based interaction during conversations. The gameplay section describes how players earn points and progress through levels by completing tasks and collecting items. Additionally, the language option allows players to choose between English and Spanish for in-game interactions. Helpful tips are provided to ensure better voice recognition and enhance the overall experience.

תמונה שמכילה טקסט, צעצוע, סרטים מצוירים, אנימציה

התיאור נוצר באופן אוטומטיLanguage selection screen:

On this screen, you can choose the language you want to focus on. If you select English, you'll be directed to the version of the game that teaches navigation and communication in English. If you choose Spanish, you'll be taken to the version that focuses on teaching Spanish.

תמונה שמכילה צילום מסך, אומנות קליפיפם, סרט מצויר

התיאור נוצר באופן אוטומטיGame screen:

This is the start of the game, where your character is Mario. If you touch a Goomba or a turtle, you will lose a life. On the top left of the screen, you'll see a microphone icon that indicates when you can speak. If there is an 'X' over the microphone, it means it's not your turn to speak. Once the 'X' disappears, you can speak. On the top right of the screen, you can see the points you’ve earned in the game.

The point system works as follows:

1. In the blocks marked with question marks, you may find coins or orange mushrooms. If you hit a coin, you’ll earn one point. If you get an orange mushroom, Mario will grow in size, allowing you to survive your first hit without losing a life.
2. When you reach a character in the game, if you correctly say the required phrase, you will earn five points. If you make a mistake, you will lose one point.

The game is controlled using the arrow keys to move left or right, and you can jump by pressing the spacebar.

Game screen-English language selection encounter a character:

תמונה שמכילה טקסט, צילום מסך, סרט מצויר, אדם

התיאור נוצר באופן אוטומטי1

When you touch a character, a dialogue screen will appear where the character will speak and ask you a question. On this screen, you’ll see the sentence you need to say. You’ll know it’s your turn to speak when the microphone icon in the top left corner appears without the 'X'.

The Show Text button is for helping the user to read the what the character said, to help him understand what is the context for the answer.

**תמונה שמכילה טקסט, צילום מסך, אנימציה, סרטים מצוירים

התיאור נוצר באופן אוטומטי**

תמונה שמכילה צילום מסך, טקסט, אנימציה, סרט מצויר

התיאור נוצר באופן אוטומטי2

If you make a mistake, you will lose points, and in addition, the dialogue window will display your accuracy percentage so you can see how well you’re doing. As long as you’ve made a mistake, you’ll always have the chance to encounter the character again and try to improve. However, once you move forward in the game and the screen passes the character, you won’t be able to go back.

**תמונה שמכילה צילום מסך, סרט מצויר, אנימציה, תוכנה גרפית

התיאור נוצר באופן אוטומטי**3

When you answer correctly, the character will acknowledge your success by speaking to you and confirming that you got it right. The dialogue screen will also display a message indicating that you succeeded. In this case, if you encounter the character again, you won’t earn additional points for repeating the interaction.

Game screen-Spanish language selection encounter a character:

In the Spanish world, the characters are the same, we provided additional examples with more characters to illustrate the gameplay. The main difference is the language. The interactions, rules, and structure remain consistent, but all dialogues and prompts are in Spanish, offering a tailored experience to help you practice and improve your Spanish language skills.

Examples:

1

תמונה שמכילה טקסט, צילום מסך, אנימציה, תוכנה גרפית

התיאור נוצר באופן אוטומטי

תמונה שמכילה טקסט, צילום מסך, אנימציה, סרט מצויר

התיאור נוצר באופן אוטומטי

2

**תמונה שמכילה צילום מסך, אנימציה, סרטים מצוירים, טקסט

התיאור נוצר באופן אוטומטי**

3

תמונה שמכילה צילום מסך, אומנות קליפיפם, טקסט, אנימציה

התיאור נוצר באופן אוטומטי

4

תמונה שמכילה טקסט, צילום מסך, אומנות קליפיפם, סרט מצויר

התיאור נוצר באופן אוטומטי

**תמונה שמכילה טקסט, צילום מסך, אנימציה, סרטים מצוירים

התיאור נוצר באופן אוטומטי**Game summary screen:

On the summary screen, you can see an overview of your game performance, including the points you earned, your current level, and how many points you need to reach Level 2. Once you accumulate 50 points in a particular language, you advance to Level 2. In this new level, the game becomes more challenging with tougher gameplay and more difficult questions that require more advanced answers.

**2.6 Voice Recognition and Language Processing**

**Google Cloud Speech-to-Text Integration:**

The integration of Google Cloud Speech-to-Text was a crucial aspect of **TravelWithUs**. This API provides the backbone for our app's voice recognition capabilities, allowing users to engage in real-time dialogues while practicing a new language. We began by configuring the API within Unity and conducting extensive testing across different languages and dialects, specifically focusing on English and Spanish. This phase involved fine-tuning the API to ensure high accuracy in transcription, even in diverse and noisy environments.

**Handling Multiple Languages:**

A significant challenge we faced was the simultaneous handling of multiple languages. The system needed to accurately detect which language the user was speaking—English or Spanish—and switch between language models accordingly. This required sophisticated logic within our app to determine the context and expected language, ensuring that the voice recognition system provided the correct feedback in real-time.

**Scenario-Based Language Practice:**

We developed interactive scenarios based on real-world travel situations, such as ordering food in a restaurant or asking for directions. These scenarios are central to the **TravelWithUs** experience, offering users a realistic environment to practice their language skills. Each scenario was carefully crafted to include multiple potential dialogues, allowing users to engage in varied conversations. The voice recognition system plays a key role in these scenarios, interpreting user input and providing immediate feedback on pronunciation and word usage.

**Training and Fine-Tuning:**

**TravelWithUs** focused heavily on training and fine-tuning the voice recognition models. We collected a diverse set of voice samples during development to improve the accuracy of our language models. This process involved iterating on the API settings and feedback mechanisms to ensure that users receive accurate and useful guidance as they navigate through different scenarios.

**Model Usage:**

After fine-tuning, the voice recognition models were integrated into the app’s core functionality. These models provide users with real-time corrections and suggestions based on their spoken input. By comparing the user’s pronunciation with the model’s ideal output, the app offers constructive feedback, helping users to improve their language skills progressively.

**Evaluating User Progress:**

To ensure the effectiveness of our language learning tool, we implemented features to track and evaluate user progress. This includes metrics like pronunciation accuracy, response time, and the complexity of language used in each scenario. These metrics are stored in Firebase, allowing users to review their progress over time and continue improving their skills in subsequent sessions.

**2.7. Challenges and Solutions**

**Problem**: As a team new to Unity, one of our initial challenges was understanding the Unity development environment, including where everything is located and how to efficiently navigate the interface. This was compounded by the fact that we were also learning a new programming language, C#, which is essential for scripting in Unity.

**Solution**: To overcome these challenges, we dedicated significant time to learning Unity through online courses, tutorials, and documentation. We systematically explored the Unity interface, familiarizing ourselves with its various components, such as the Scene view, Inspector, and Project panel. For C#, we leveraged a variety of educational resources and actively practiced coding within the Unity environment. This hands-on approach gradually improved our proficiency, allowing us to develop the TravelWithUS app more confidently and effectively.

**Problem**: Another major hurdle was the integration of two languages, English and Spanish, into the TravelWithUS app. This required not only the addition of language learning content but also the creation of a seamless experience that would allow users to switch between languages smoothly.

**Solution**: We implemented a dynamic system within Unity that could switch between languages based on user input. This involved designing and structuring the content in a way that allowed for easy expansion and future updates, ensuring that the app could accommodate additional languages if needed.

**Problem**: Integrating Google’s Speech-to-Text API into the Unity project posed significant challenges. The complexity of working with external APIs, especially one as sophisticated as Google's, required a deep understanding of both the API itself and how to effectively integrate it into our Unity project.

**Solution**: We spent considerable time studying the Google Speech-to-Text API documentation and experimenting with different approaches to integration. Our efforts included troubleshooting connection issues, optimizing the API's response times, and ensuring that the speech recognition feature worked seamlessly within the game. This required a combination of technical knowledge and persistent testing to achieve a smooth and reliable user experience.

**Problem**: As the project grew, so did the complexity of managing various features and ensuring they all worked together harmoniously. From the user interface to the backend interactions with Google Cloud, every aspect of the app had to be carefully coordinated.

**Solution**: We addressed this by adopting a modular development approach, where each feature was developed and tested individually before being integrated into the larger system. This method allowed us to identify and resolve conflicts early in the development process, reducing the risk of major issues arising later on. We also used version control extensively to manage changes and ensure that our collaborative work was synchronized across the team.

**Problem**: Maintaining effective collaboration among the team members, especially when working remotely, was challenging. Coordinating development tasks, merging code, and ensuring everyone was aligned required careful planning and communication.

**Solution**: We utilized project management tools, such as GitHub, to organize tasks and track progress. Regular virtual meetings were held to discuss challenges, share progress, and ensure that were on the same page. We also established clear guidelines for code contribution and version control to avoid conflicts and streamline the development process.

**Problem**: Integrating Google’s Speech-to-Text API into the Unity project posed significant challenges. The complexity of working with external APIs, especially one as sophisticated as Google's, required a deep understanding of both the API itself and how to effectively integrate it into our Unity project.

**Solution**: We spent considerable time studying the Google Speech-to-Text API documentation and experimenting with different approaches to integration. Our efforts included troubleshooting connection issues, optimizing the API's response times, and ensuring that the speech recognition feature worked seamlessly within the game. This required a combination of technical knowledge and persistent testing to achieve a smooth and reliable user experience.

**2. Tools and Technologies Used**

The development of **TravelWithUs** leveraged a variety of tools and technologies:

* **Unity:** For creating the interactive 2D environments and managing the overall application logic.
* **Google Cloud Speech-to-Text:** For voice recognition, providing accurate and responsive transcription services, particularly in supporting both English and Spanish languages.
* **Google Firebase:** For backend infrastructure, including real-time data storage and secure user authentication.
* **Visual Studio:** The primary integrated development environment (IDE) used for coding, development, and debugging.
* **GitHub:** For version control and collaboration, enabling seamless coordination between team members.
* **Postman:** For testing and validating the REST APIs to ensure reliable communication between the app and Firebase.

תמונה שמכילה טקסט, גופן, לוגו, גרפיקה

התיאור נוצר באופן אוטומטיתמונה שמכילה גרפיקה, סגול, לילך, צבעוני

התיאור נוצר באופן אוטומטיתמונה שמכילה עיגול, גרפיקה, איור, עיצוב

התיאור נוצר באופן אוטומטי

תמונה שמכילה גופן, כחול חשמלי, לוגו, טקסט

התיאור נוצר באופן אוטומטיתמונה שמכילה לוגו, גרפיקה, גופן, עיצוב

התיאור נוצר באופן אוטומטיתמונה שמכילה שחור, צילום מסך, גרפיקה, סמל

התיאור נוצר באופן אוטומטי

**2.8 Testing**

**Unit tests:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Test** | Test Name | Description | Status |
| 1 | test\_login\_succsess | Testing logs in with exist credentials on database | Pass |
| 2 | test\_login\_unsuccsess | Testing logs in with not exist credentials on database | Pass |
| 3 | test\_STT\_converter\_succsess | Correct convert from Speech To Text google API | Pass |
| 4 | test\_scene\_transitioning | Testing transition after login to main game | Pass |
| 5 | test\_voice\_recognintion\_command | Testing voice recognition is working when speaking | Pass |
| 6 | test\_choose\_language | Testing choosing specific language for game scene | Pass |
| 7 | test\_objects\_is\_displaying | Testing all the 2D objects of the game is displaying and located on their spots | Pass |
| 8 | test\_store\_data\_on\_database | Testing storing new account, new record and levels of accounts on the google fire base db. | Pass |
|  |  |  |  |
| 9 | test\_get\_data\_from\_db | Testing GET requests asking for questions in different languages | Pass |
| 10 | test\_game\_performance | Game performance under load | Pass |
| 11 | test\_supporting\_english\_and\_spanish | Testing game is working with 2 languages with voice recognitions to specific language | Pass |
| 12 | test\_player\_navigation | Testing Mario player is navigating left and right to the characters | Pass |

**3. User Manual**

**Welcome to TravelWithUs**

**System Requirements:**

* **Operating System:** Windows 7 or newer
* **Memory:** 4 GB RAM
* **Graphics:** Integrated graphics sufficient for 2D rendering
* **Storage:** 200 MB of available space
* **Internet Connection:** Required for voice recognition and cloud-based progress tracking

**Getting Started:**

1. **Installation:**
   * Download the TravelWithUs.exe file from the GitHub repository of the project
   * After installation, launch the application by double-clicking the TravelWithUs icon on your desktop.
2. **Creating an Account:**
   * Upon launching the app, go to 'Register' on the home screen.
   * Enter your email address and create a secure password.
   * Confirm your password and click Register.'
   * A confirmation message will appear if registration is successful.
3. **Logging In:**
   * On the home screen, enter your registered email and password.
   * Click 'Login' to access the main menu.
   * If you enter incorrect credentials, a prompt will inform you to try again.

**Navigating the Application:**

* **Home Screen:**
  + After logging in, you’ll be taken to the language selection screen. Here, you can choose between English and Spanish to focus your language learning.
* **Language Selection Screen:**
  + Select the language you want to practice. This choice will guide you to the appropriate scenarios tailored for either English or Spanish.
* **Gameplay:**
  + Follow the on-screen instructions for each scenario. You’ll encounter different characters and situations where you need to use the language you’re learning.
  + Use the arrow keys to navigate your character and the spacebar to jump. Interact with characters by speaking into your microphone when the microphone icon appears without an 'X' on the top left corner of the screen.

**Voice Commands:**

* Speak clearly into the microphone when it’s your turn to respond.
* Watch for visual cues that indicate it’s your time to speak (microphone icon without an 'X').

**Scoring:**

* Earn points by correctly answering prompts and interacting successfully in scenarios.
* Track your progress and see how close you are to advancing to the next level on the game summary screen.

**Troubleshooting:**

* **No Sound or Voice Recognition Issues:** Ensure your microphone is connected and working properly. Check the in-app settings to make sure the correct audio input is selected.
* **Login Issues:** Verify your credentials or create a new account by registering.
* **Performance Issues:** Close other applications to free up system resources.

**Support:** For technical support or questions, please contact: Peleg2719@gmail.com.

**4. Operation & Maintenance Guide**

**Server Maintenance (Firebase):**

* **Monitoring and Metrics:**
  + Regularly monitor Firebase for user activity, storage usage, and error logs. This can help identify potential issues before they impact users.

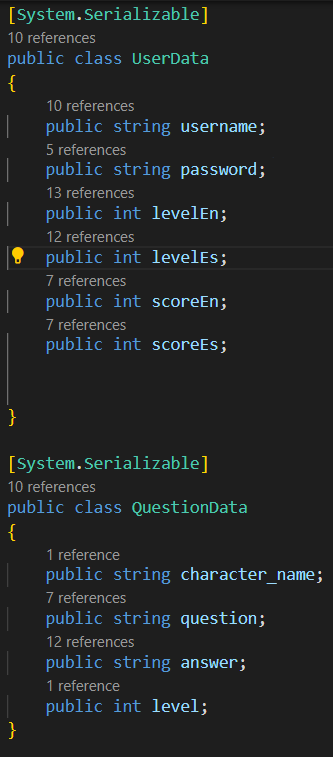
תמונה שמכילה טקסט, צילום מסך, תוכנה, דף אינטרנט

התיאור נוצר באופן אוטומטי

URL: <https://travelwithus-2d942-default-rtdb.firebaseio.com/>

**Firebase Realtime Database Overview:** This screenshot displays the Firebase Realtime Database structure for **TravelWithUsApp**. It shows the primary data nodes, including questions and user\_data, which store critical application data such as user profiles, language progress, and scenario questions. Regular monitoring of this database through the Firebase console is essential for ensuring data integrity and performance.

**Code Structure Overview:**



This image shows the structure of the UserData and QuestionData classes. These classes are crucial for managing how users interact with the app and how their progress is tracked throughout their experience.

* **Security Audits:**
  + Periodically conduct security audits to ensure that user data is protected and that Firebase is configured according to best practices.
* **Scalability Management:**
  + Adjust Firebase resources as needed based on the number of active users. Monitor database read/write operations to ensure optimal performance.

**Client Maintenance:**

* **Regular Updates:**
  + Ensure the app is kept up to date by enabling automatic updates or checking regularly for new versions on our website.
* **Data Backup:**
  + User progress and settings are automatically backed up in the cloud via Firebase. No manual backups are needed.
* **Troubleshooting:**
  + Common issues such as lag or stuttering can often be resolved by restarting the application or the computer. If the problem persists, reinstall the app using the latest version from the website.

**Programmer-Specific Maintenance:**

**Setting Up CardIntel API for Google’s Voice Recognition (In Case of Google Project Blocking):**

**Purpose:**

* If your project gets blocked by Google, you can create and use the CardIntel API to continue integrating Google’s Speech-to-Text API into the **TravelWithUsApp**. This API will handle authentication and access to Google’s voice recognition services, ensuring that your application can still process audio inputs effectively.

**Steps to Create and Configure the CardIntel API:**

1. **Obtain API Key:**
   * First, create a project in the Google Cloud Console.
   * Enable the Google Speech-to-Text API for your project.
   * Navigate to the API & Services > Credentials section, and create a new API key. This key will be used to authenticate requests to Google’s services.
2. **Create a .gcp\_credential File:**
   * In the root directory of your project (C:\Users\peleg\OneDrive\Documents\GitHub\FinalProject\Mario teaching Game\Assets\StreamingAssets), create a new file named gcp\_credential.json.
   * This file will store your API key in JSON format.
3. **Format the JSON File:**
   * Open the gcp\_credential.json file in a text editor.
   * Insert the following JSON structure, replacing YOUR\_API\_KEY with the actual API key obtained from Google Cloud:

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**Implementing Streaming Recognizer with Google Voice Recognition**

**Purpose:**

* The Streaming Recognizer within Google’s Speech-to-Text API is essential for real-time transcription, which is critical for the interactive nature of **TravelWithUs**. In our project, we have integrated two separate Streaming Recognizers—StreamingRecognizer for English and StreamingRecognizerSpanish for Spanish—to efficiently manage the specific language requirements.

**Steps to Implement Streaming Recognizer:**

1. **Adding the Streaming Recognizer to the Project:**
   * **Step 1: Clone the Repository:**
     + First, clone the repository from GitHub: https://github.com/oshoham/UnityGoogleStreamingSpeechToText.
     + You can do this using the following Git command:

git clone https://github.com/oshoham/UnityGoogleStreamingSpeechToText.git

* + - Alternatively, download the ZIP file and extract it into your project’s directory.
  + **Step 2: Import the Scripts:**
    - Import the necessary scripts from the UnityGoogleStreamingSpeechToText project into your Unity project. These scripts are essential for setting up the streaming recognition within Unity.
    - Place the scripts in a relevant folder within your project, Assets/Scripts/ StreamingAssets.
  + **Step 3: Set Up Google Cloud Credentials:**
    - Ensure you have your Google Cloud credentials set up correctly. You’ll need to create and configure the gcp\_credential.json file (as described in the previous section) to authenticate API requests.
    - Make sure that the credentials are stored securely in the StreamingAssets folder of your Unity project.
  + **Step 4: Modify the Unity Scene:**
    - Drag the StreamingRecognizer script onto a GameObject in your Unity scene (e.g., an empty GameObject named " StreamingRecognizer").
    - Duplicate the GameObject to create two instances: StreamingRecognizer for English and StreamingRecognizerSpanish for Spanish. This setup allows each instance to handle its respective language.
  + **Step 5: Configure the Recognizer:**
    - Open the StreamingRecognizer script and configure the LanguageCode in the StreamingMicRecognizeAsync() method:
      * For the StreamingRecognizer GameObject, set LanguageCode = "en" for English.
      * For the StreamingRecognizerSpanish GameObject, set LanguageCode = "es" for Spanish.
    - Ensure each recognizer instance is correctly set up to handle its respective language. The English recognizer processes audio with the "en" language code, while the Spanish recognizer uses "es".

1. **Handle Streaming Responses:**
   * **Processing Transcriptions:**
     + The script processes streaming responses from Google. It manages both partial and final transcriptions, providing real-time feedback to the user.
     + Within the StreamingMicRecognizeAsync() method, the audio is streamed to Google, and the transcription results are handled as they come in. The recognizer listens for the user's input and processes it immediately.
   * תמונה שמכילה טקסט, צילום מסך, גופן

     התיאור נוצר באופן אוטומטי**Example Code Snippet:**
     + As outlined previously, ensure the recognizers are configured for both English and Spanish by setting the LanguageCode appropriately within the method.
2. **Optimize Performance:**
   * **Latency and Interruptions:**
     + Streaming audio can be resource-intensive. The implementation includes mechanisms to minimize latency and handle potential interruptions (e.g., network issues or pauses in user speech).
     + The RestartAfterStreamingLimit() function helps to ensure that the streaming session continues seamlessly, restarting if the stream limit is reached.
3. **Integration Testing:**
   * **Testing Different Conditions:**
     + Perform extensive testing in various conditions to confirm that the Streaming Recognizers (StreamingRecognizer for English and StreamingRecognizerSpanish for Spanish) are functioning correctly. Test with different accents, speech speeds, and background noises.
     + Ensure that switching between the English and Spanish recognizers within the app is smooth and that users receive accurate feedback for both languages.

**Additional Configuration:**

* **Two Streaming Recognizers:**
  + Our project uses two separate Streaming Recognizers—StreamingRecognizer for English and StreamingRecognizerSpanish for Spanish. This setup ensures that each language’s specific requirements are met without interference.
  + The LanguageCode setting in each recognizer’s script determines the language used for transcription. This differentiation is critical for providing accurate and contextually appropriate feedback to the user.

**Summary of the Integration Process:**

1. **Clone and import** the necessary scripts from the provided GitHub repository.
2. **Set up Google Cloud credentials** and ensure the gcp\_credential.json file is correctly configured.
3. **Configure two Streaming Recognizers** in Unity—StreamingRecognizer for English and StreamingRecognizerSpanish for Spanish.
4. **Handle streaming responses** to provide real-time feedback.
5. **Optimize performance** and **test extensively** under various conditions to ensure the recognizers work seamlessly for both languages.

**Additional Considerations:**

* **Handling Interruptions:**
  + Implement logic to manage interruptions in the audio stream, such as network issues or pauses in user speech. The system should resume operation seamlessly once the interruption is resolved.
* **User Feedback:**
  + Provide clear visual or audio cues to the user when the Streaming Recognizer is actively listening or when there is a recognition issue.

**Disaster Recovery:**

* In the event of data loss, Firebase’s automated backups ensure that data can be restored. Contact Firebase support for assistance with recovery.
* **Suggested Image:**
  + Include a diagram showing the disaster recovery process, with arrows indicating steps from data loss to restoration using Firebase’s backup feature.

**5. Results & Conclusions**

**Results:**

The development and testing of **TravelWithUs** successfully demonstrated the potential of voice recognition technology in enhancing language learning through interactive gameplay. The application met all its primary objectives, providing users with an engaging way to practice language skills in real-world scenarios. User feedback during testing highlighted the app’s effectiveness in improving pronunciation and conversational abilities.

Key outcomes include:

* **Improved Language Proficiency:** Users reported noticeable improvements in their ability to speak and understand both English and Spanish.
* **User Engagement:** The gamification elements, such as scoring and level progression, kept users motivated to continue practicing.
* **System Performance:** The app ran smoothly on all tested desktop configurations, with minimal latency in voice recognition and response times.

**Conclusions:**

**TravelWithUs** proved to be a valuable tool for travelers seeking to enhance their language skills in a fun and interactive way. The use of real-world scenarios, coupled with advanced voice recognition, created an immersive learning environment that users found both challenging and rewarding. The project’s success underscores the potential of integrating technology with education to create innovative learning solutions.

**Further Improvements**

While **TravelWithUs** achieved its core objectives, there are several areas where the app could be further enhanced:

* **Additional Languages:** Expanding the app to support more languages would increase its appeal to a broader audience.
* **Enhanced Scenarios:** Adding more complex and varied scenarios could provide users with a richer learning experience.
* **Offline Mode:** Developing an offline mode where users can practice without an internet connection would make the app more versatile.
* **AI-Driven Feedback:** Implementing more sophisticated AI to provide detailed feedback on user responses could further improve the learning outcomes.

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